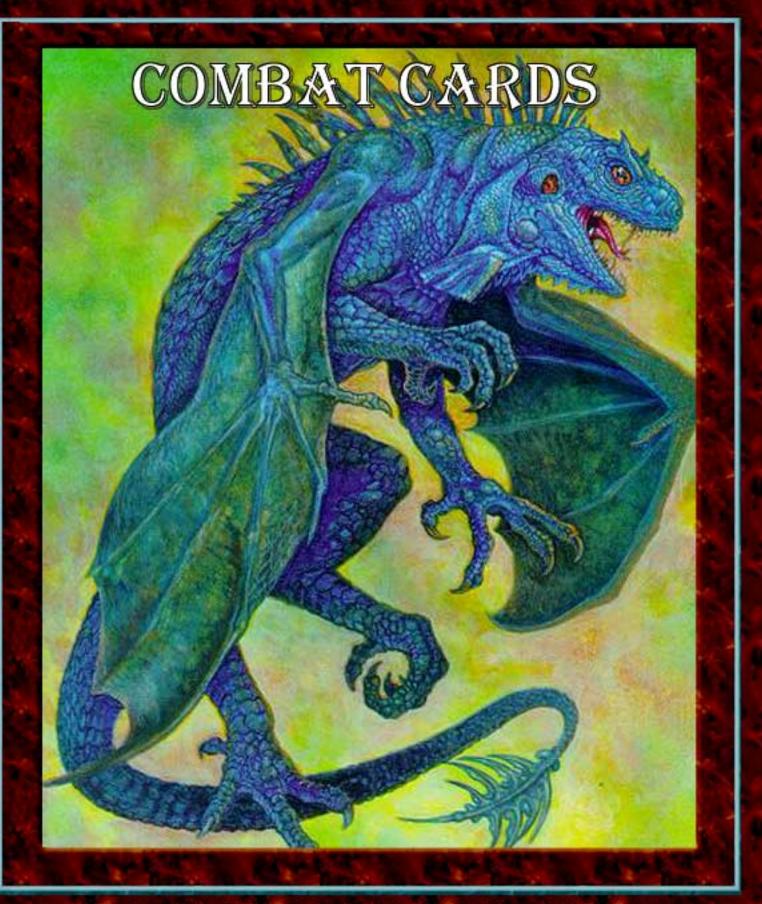
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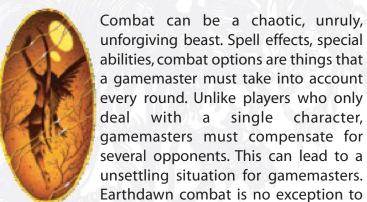


AN UNOFFICIAL EARTHDAWN PRODUCT

EARTHDAWN COMBAT CARDS

EARTHDAWN COMBAT CARDS

Go ahead, pick a card. - Monthius Proper, Performer and charlatan of Kratas



this rule. With an ever changing myriad of Steps and Target Numbers, combat can take unnecessarily long. It is the game masters job to make combat run at a pace that keeps everyone entertained. Even though creature statistics are provided for you in any game you play. It is often difficult to keep track of multiple different creatures in combat without preparation.

Continuously flipping through books while trying to role dice can present a challenge for even a veteran gamer. Often game masters employ shortcuts, change rules or use a number of props to help facilitate combat in their games. The Earthdawn Combat Card system offers game masters a way to help organize and expedite combat in their games.

CREDITS

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Versions:

Version 20051013: PDF Earthdawn Combat Cards.

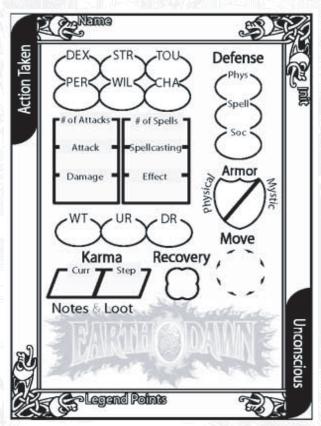
There two different combat cards provided in this product:

Creature cards - These cards contain information for one encounter in a game.

Damage cards - These cards are used to keep track of damage of creatures during combat.

Combat Cards in Play

Before your game, fill out a combat card for each encounter that the players are likely to engage in combat or use one of the one of the pregenerated cards in this document. The card provides basic stats on creatures as you would find them in the Earthdawn rule book.

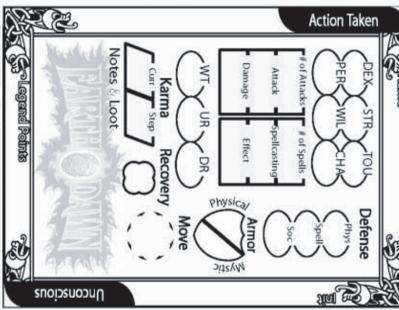


Each block in the card allows you to input as much data as you want, but the more you add, the smaller it makes the info. You might want to input only the information you will use be it step number or dice.

If using multiple cards in combat, you can use the card to mark if thet have taken an action that round by turning the card on its side so

EARTHDAWN COMBAT CARDS

'Action Taken' box is easily read. This will help you keep track of who has gone for that turn. You can also turn the card on its side so that the 'Unconscious' box is easily read to represent combatants that have been killed or



knocked unconscious in the fight.

The damage cards are used to keep track of how much damage a creature takes during

combat. Each card has ninety circles that can be crossed out as the creature takes damage. When characters face multiple creatures of the same type, you can use one creature card for reference and a damage card for each of the creatures.

Down the left hand side of the Damage Card are ten boxes that can be used to keep track of the wounds a creature has suffered during combat. The Creature Name, Initiative and Legend Points have been left on the card for convenience. The damage

cards also contain the 'Action Taken' and 'unconscious' boxes to help facilitate combat. Wounds can be marked on the side of the card.

Earthdawn Creature Cards

Included in this download are Combat Cards prefilled with stats from the first edition Earthdawn rulebook. Future downloads will contain Combat cards from various Earthdawn

products like Creatures of Barsaive. Be sure to visit http://www.edpt.org for other downloads.

Helpful Tips

Multiple Opponents

When a party uses multiple opponents of the same type, use only one Combat Card for stats and use the Damage Cards for the creatures.

Card and Sheet Protectors with Dry Erase The Combat Card system works very well when using card protectors and dry erase markers. Simply slide the card into the card

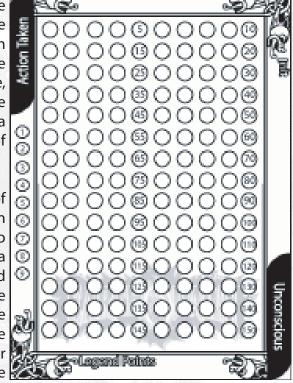
protector (If the card protector has a hologram on it, be sure to face it on the outside), and mark away. You can then wipe off the markings and reuse the cards. If you prefer having multiple

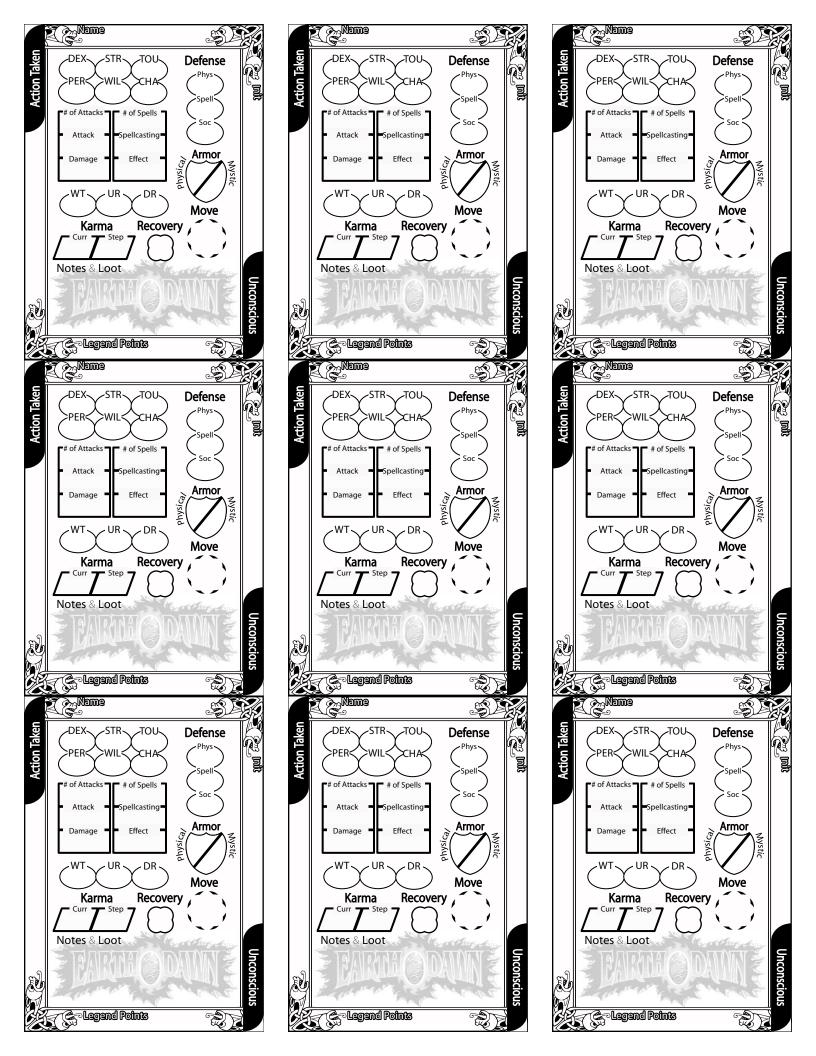
cards in a single sheet, a sheet protector will also do nicely. You can have up to nine creatures listed on one page for easy use.

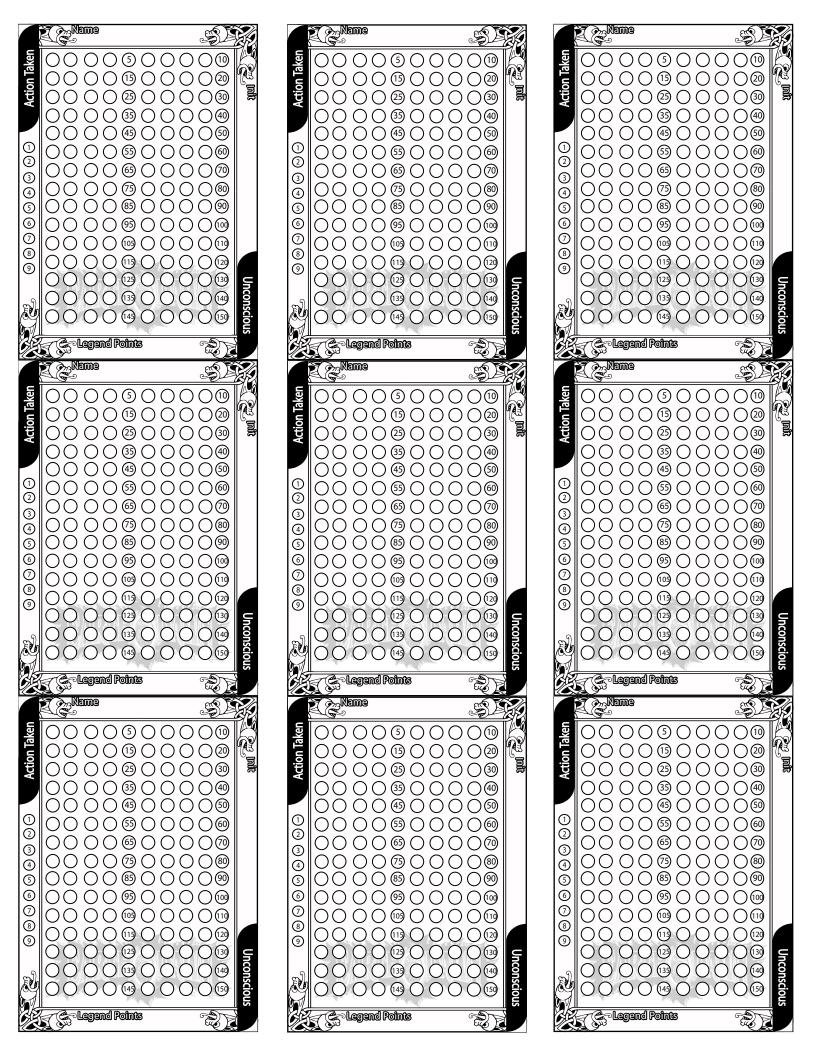


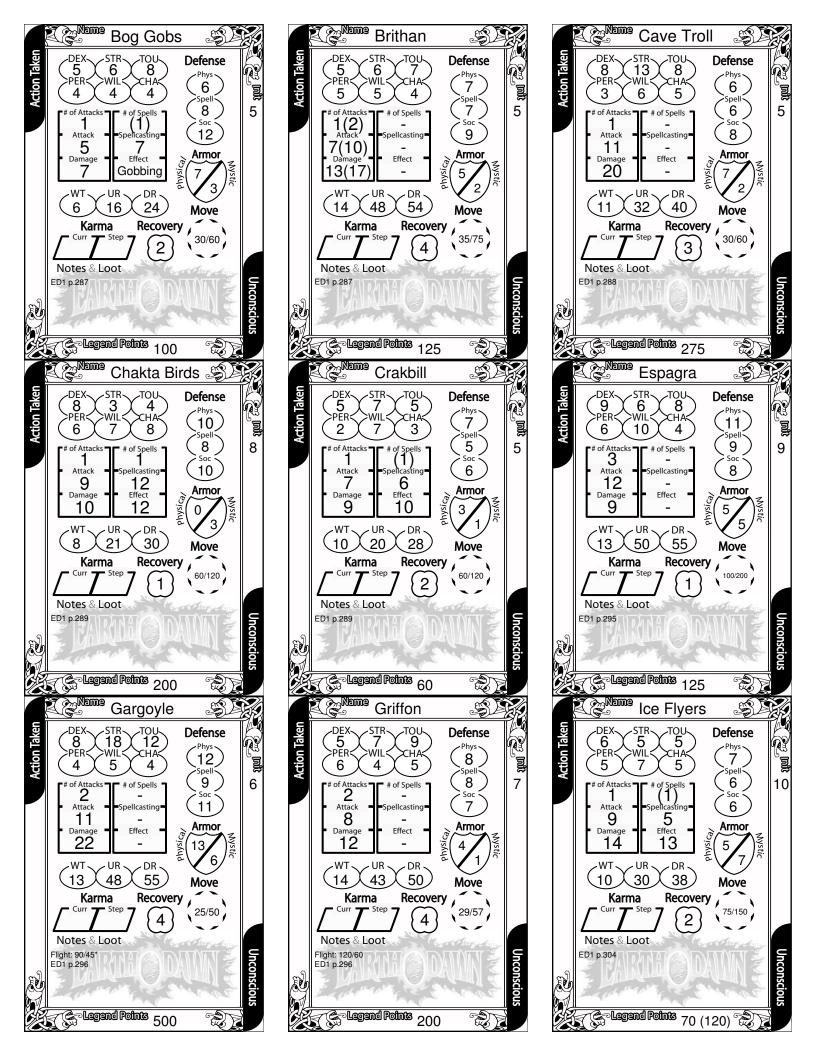
Well, for anyone who has put together a product can tell you, it's not easy to get the work together. I would like to take the time to thank Emilio Tovar (Graphics Specialist) for all his input on the project. Special thanks goes to Dawn M. Foster who took the time to fill out all of the creature stats for the cards. Without her efforts it would surely have taken a lot longer to

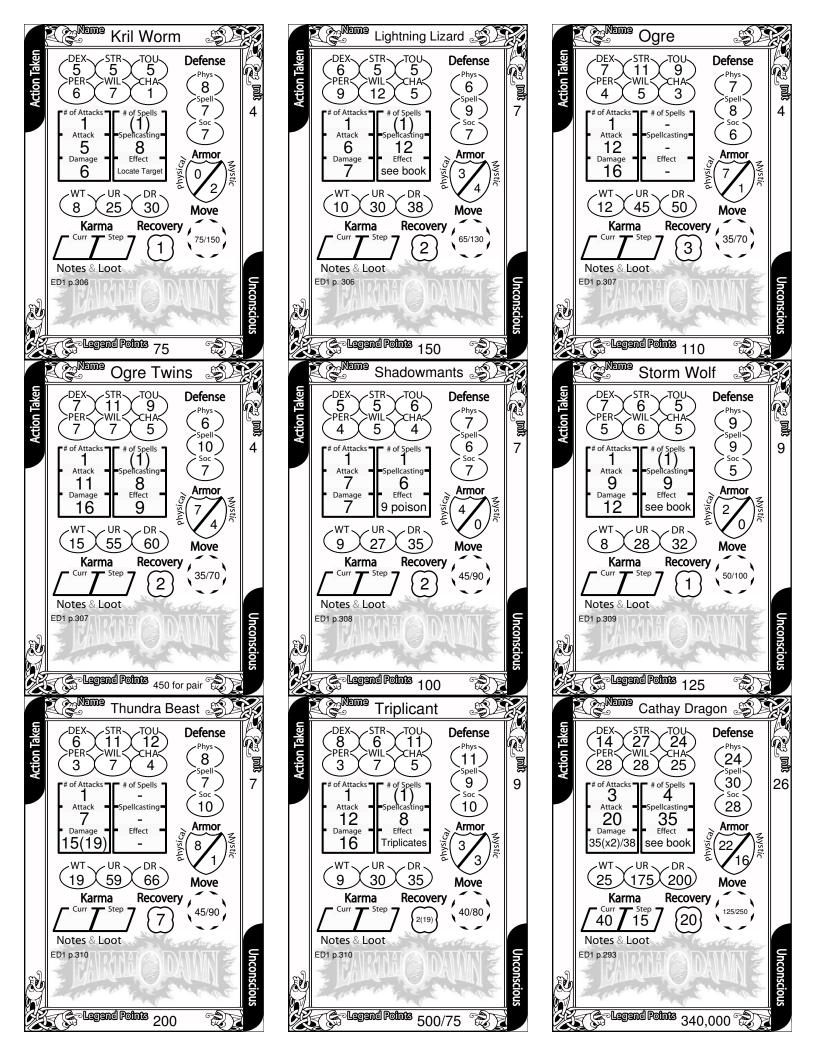
have this work come to be. Finally thanks to the guys at Redbrick LTD for their advice on matters of legality and support.

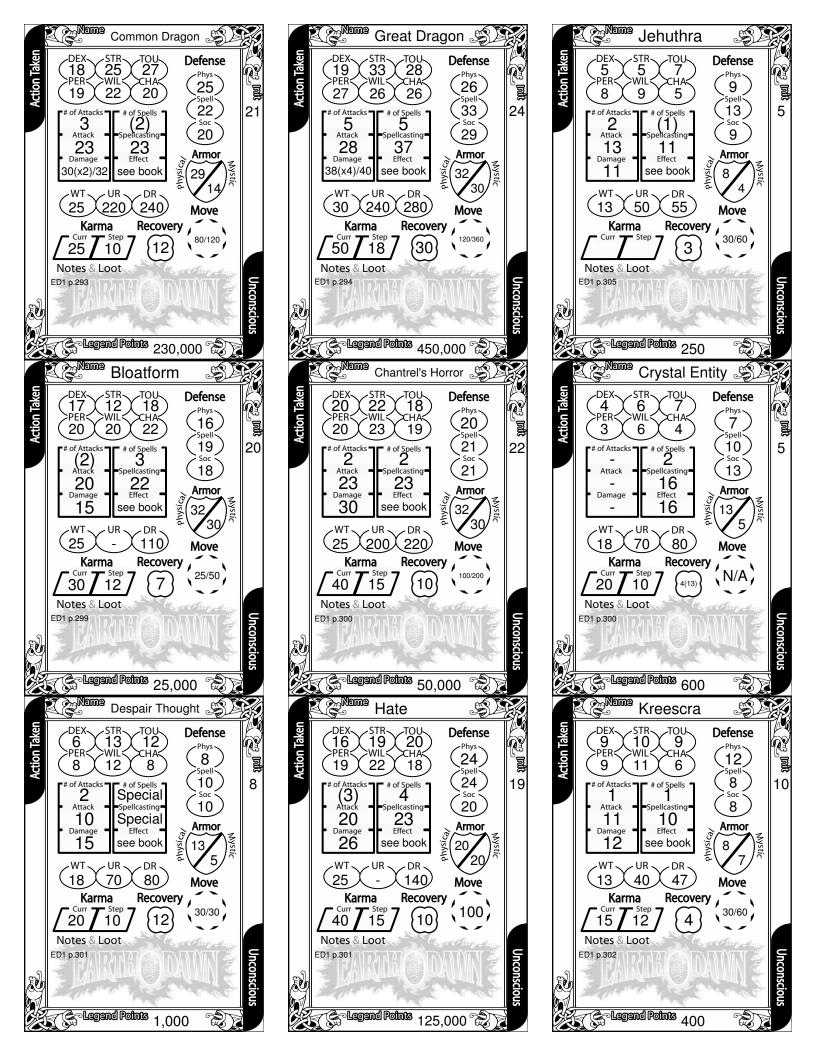


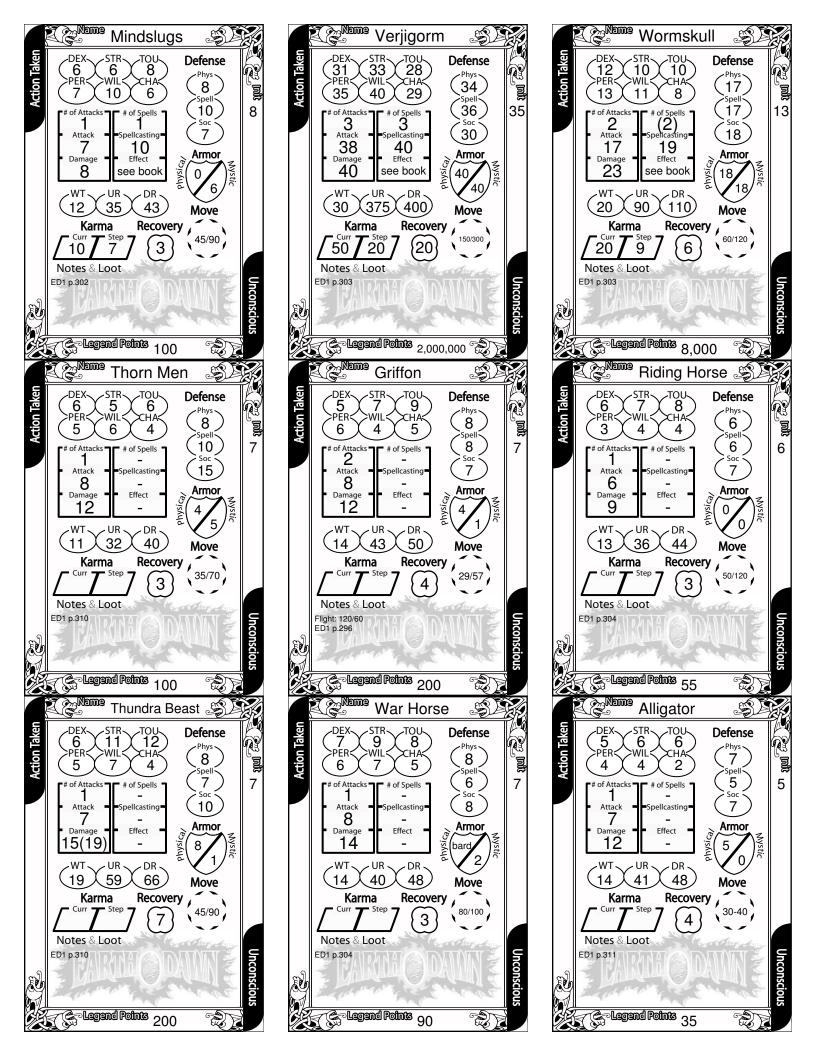


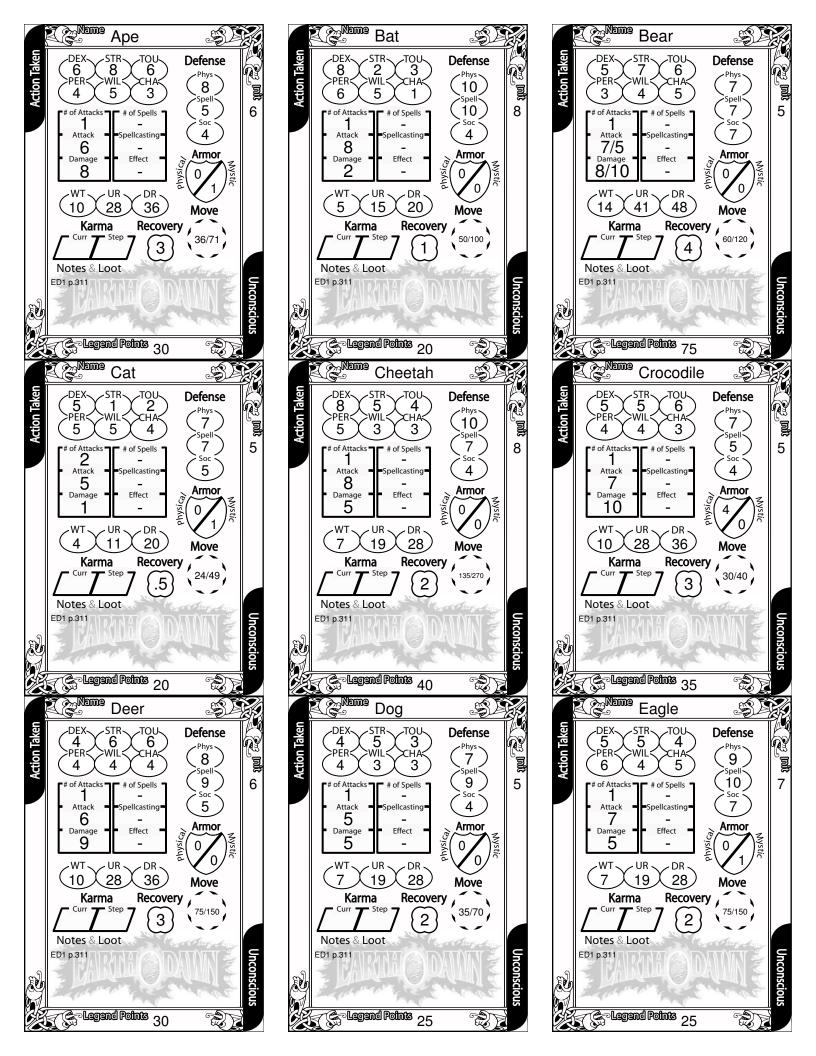


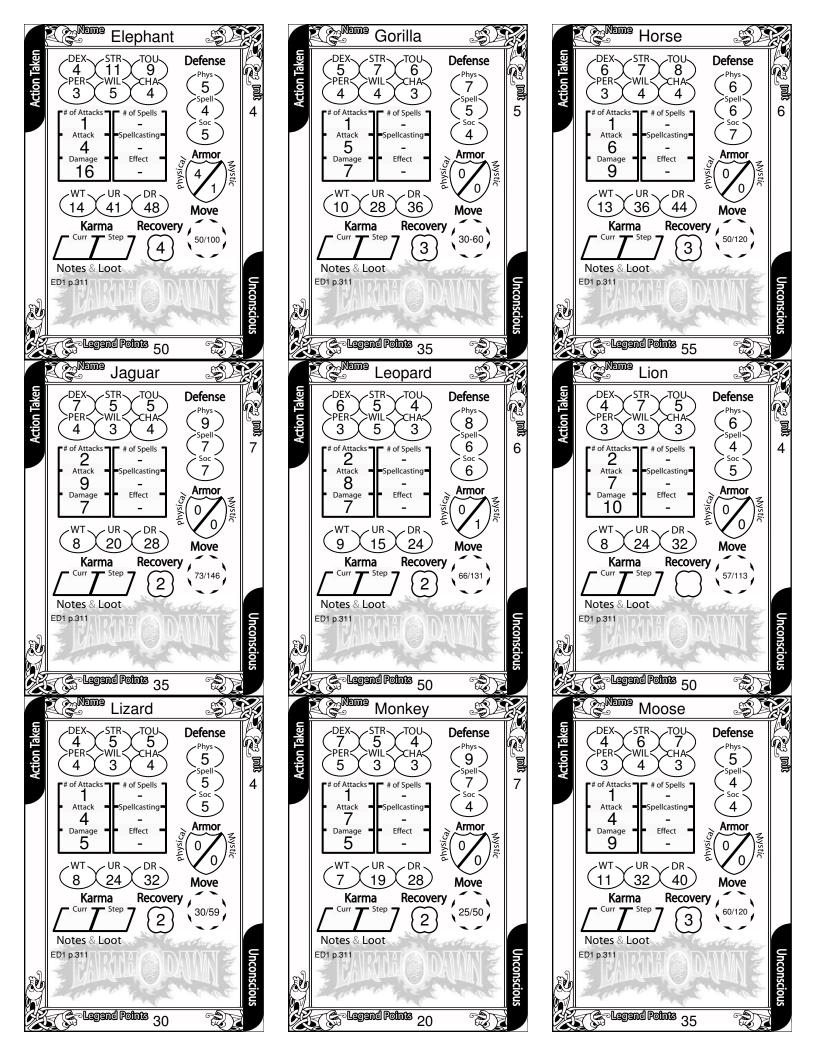


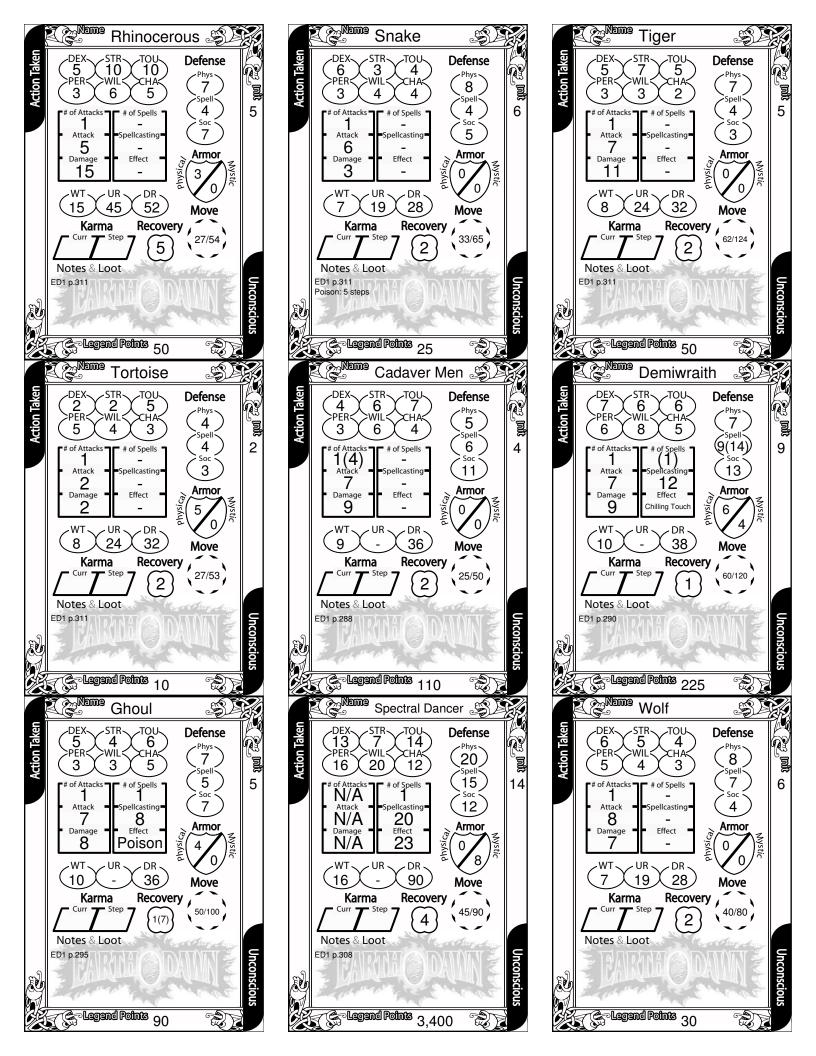












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Everything's legal in Kratas. - Monthius Proper, Performer and charlatan of Kratas

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Adopted on October 29, 1999

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